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CLAIMS:

1.   Method of rendering multimedia data objects by a rendering circuit (103) powered by a battery (107), comprising the steps of:

   a) providing (202) a list (110) of at least one reference to at least one multimedia data object scheduled for rendering by the rendering circuit (103);

   b) determining (206) the amount of energy needed for rendering the multimedia data object referenced in the list;

   c) determining (204) the amount of energy that can be provided by the battery; and

   d) rendering (210) the multimedia data object for rendering when the amount of energy that can be provided by the battery is equal to or more than the amount of energy needed for rendering the multimedia data object.

2.   Method according to claim 1, wherein the list comprises a multitude of references to multimedia data objects and the method further comprises the step of selecting a group of multiple multimedia data objects that can be rendered in total with the amount of energy that can be provided by the battery.

3.   Method according to claim 2, wherein the selection of the group of multimedia data objects is based on a user preference profile.

4.   Method according to claim 1, wherein the apparatus further comprises a display (104) and the method further comprises the steps of:

   a) displaying the list on the display; and

   b) highlighting all references to multimedia data objects that can each be rendered with the amount of energy that can be provided by the battery.

5.   Method according to claim 1, wherein the apparatus further comprises a display and the method further comprises the steps of:

   a) displaying the list on the display; and

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b) highlighting a group of references to multimedia data objects that can all be rendered with the amount of energy that can be provided by the battery.

6.   Method according to claim 2, wherein a user is enabled to browse through
5   multiple groups of references to multimedia objects, each group referencing multimedia objects that can all be rendered in total with the amount of energy that can be provided by the battery.

7.   Method according to claim 4, wherein the group of references is highlighted
10   using a user preference profile.

8.   Method according to claim 1, wherein the method further comprises the step of indicating that the selected object can be rendered in full with the amount of energy left in the battery.

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9.   Circuit for rendering multimedia data objects being powered by a battery (107) comprising:

a) a rendering circuit (103) for rendering multimedia data objects;

b) a central processing (101) unit conceived to:

20   (i)   provide a list of at least one reference to at least one multimedia data object scheduled for rendering by the rendering circuit;

            (ii)   determine the amount of energy needed for rendering the multimedia data object;

            (iii)   determine the amount of energy that can be provided by the battery; and

25   (iv)   have the multimedia data object rendered by the rendering unit when the amount of energy that can be provided by battery is equal to or more than the amount of energy needed for rendering the multimedia data object.

10.   Apparatus (100, 400) for rendering multimedia data objects comprising the
30   circuit according to claim 9 and means (102, 402) for providing a multimedia object to the rendering unit.